



Name		Callsign	
Player		Allegiance	
Storyguide		Profession	
Story		Race	
Virtue		Flaw	

Attribute	Rating	Feat Level
Agility		
Intellect		
Perception		
Presence		
Strength		
Tenacity		

Actions	
Movement	
Reflex	
Orgone	
Vitality	
Drama Points	

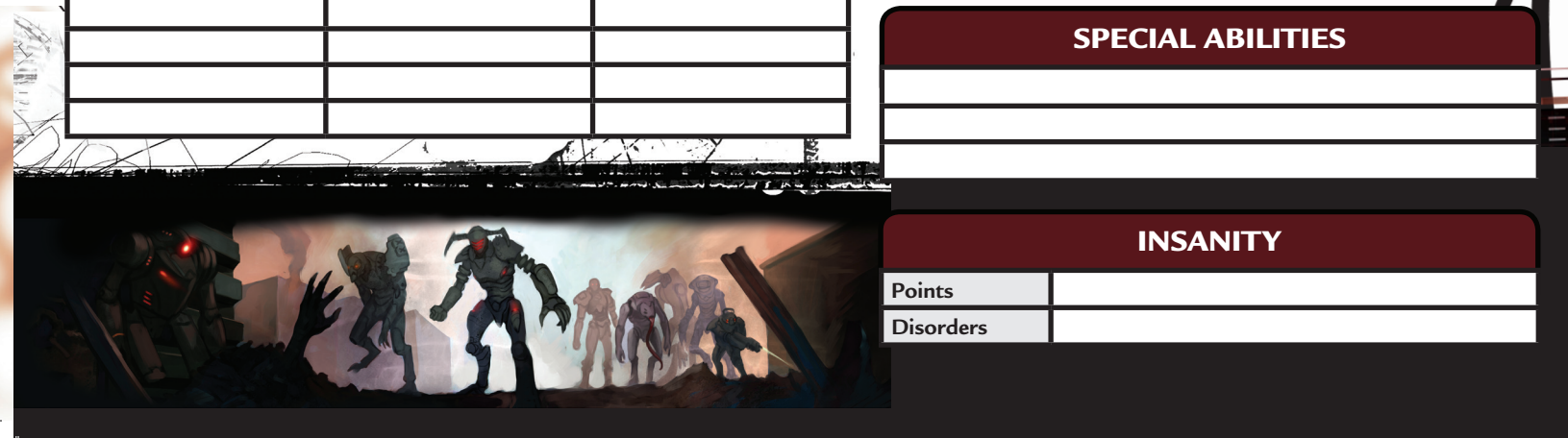
Total	
Unspent	

[illegible]

Gender	
Age	
Height	
Weight	
Hair	
Eyes	
Coloring	
Dist. Features	
Birthday	
Place of Birth	

Assets
Drawbacks


Points	
Disorders	





## POSSESSIONS

### Gear (Carried)


### Gear (Owned)


## SPELLS

First Order	Type	Effect	Cost
Second Order	Type	Effect	Cost
Third Order	Type	Effect	Cost

## TAGER

Manifestation

Regeneration

Fear Factor

Shifted Attributes	Level	Feat
--------------------	-------	------

Agility

Perception

Strength

Tenacity

Actions

Movement

Reflex

Vitality

## ARMOR

Type	Protection

## WEAPONS

Type	Damage	Shots/Rounds	Range

## WOUNDS

Level	Vitality	Current	Effect	Tager Vitality	Tager Current
Flesh			None		
Light			-1 Test Penalty		
Moderate			-3 Test Penalty/Half Move Max. 2 Actions/Armor Half		
Serious			-6 Test Penalty/Crawl Max. 1 Action/Armor Gone		
Death's Door			Unconscious & Dying		